Feedback:

* Choosing characters as they read
* If they have the same information, they might create very similar products
* Hinting that they should think deeply as they read, so they don’t have to re-read.
* Is it challenging enough? Will some students just try to slide by? Add more requirements.
* Bias in students between hero and villain. They don’t necessarily have to like the character.
* Play up how the themes are real issues they can connect to in their lives.
* Have them pre-rank the characters so I can get an idea of what characters to offer.
* Have students discuss why they chose the characters they did to help bring in focus.
* Have smaller groups per character.
* Add to checklist, add more details that make the requirements not quite so easy.
* Be careful of using a banned book.
* Make the requirements for the glogster a little more difficult.
* Make lesson more hands on.
* Stronger feedback
* Honor more “unique brains.”
* Adjust so that lesson appeals to varied learning styles and intelligences.
* Grades vs Pass/Fail
* More “emotional” hook.
* Have students make their own music video and/or background music.
* Don’t make the character I use in my sample an option.
* Find a way to encourage more group work.
* Make it clear that this product is preparing them for their final project.